MAGIC
THE GATHERING

AGE 13+

HEY! BEFORE YOU PLAY...

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This 60-card deck is ready for battle, so don't start adding new cards just yet! Play a few games to understand how your deck works, *then* open the included booster pack.

TEFERI

TIMELESS VOYAGER

A wisecracking master of time magic, Teferi has lived a long, long life. While his time powers have waxed and waned through the years, his abilities as a powerful mage have not. He's able to use his magic to speed up time to give you extra resources or slow things down to halt your opponents' plans.

PLAYING THE DECK

Teferi uses his time magic to help you play in fast-forward. Gain a crucial advantage over your opponent by drawing lots of cards—that way you'll always be ahead on resources. Some of your creatures have abilities that trigger when you draw extra cards, so take advantage of those and your opponent will be history.

TERMS TO KNOW

FLASH
A spell with flash can be cast any time you could cast an instant.

PERMANENT
A permanent is any artifact, creature, enchantment, land, or planeswalker that is on the battlefield.

PROWESS
A creature with prowess gets +1/+1 until end of turn whenever its controller casts a noncreature spell.

WHAT ARE PLANESWALKERS?

Planeswalkers are formidable allies you can summon to fight alongside you. Once a planeswalker is on your side of the battlefield, you can start using their abilities right away.

Because they are so powerful, you will want to focus on defeating your opponent's planeswalkers. When you declare attackers, you can choose whether each creature is attacking an opponent or a planeswalker they control. Your opponents can block as normal to protect their planeswalker. Whenever damage is dealt to a planeswalker, that many loyalty counters are removed from it.

Liliana, Death Mage
4
Legendary Planeswalker — Liliana
+1: Return up to one target creature card from your graveyard to your hand.
−3: Destroy target creature. Its controller loses 2 life.
−7: Target opponent loses 2 life for each creature card in their graveyard.
4

Once per turn, any time you could cast a sorcery, you can activate one of your planeswalker's loyalty abilities. When you do, add or remove the corresponding number of loyalty counters. You can use dice to keep track of your planeswalker's loyalty counters.

Planeswalkers enter the battlefield with a number of loyalty counters equal to their starting loyalty, which is printed in the lower right corner of the card. If your planeswalker loses all of its loyalty counters, put it into your graveyard.

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